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# Second Life: The Official Guide

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## 📖 DESCRIPTION

*Second Life: The Official Guide* is the perfect book for anyone interested in Linden Lab?s fascinating *Second Life* metaverse. This book explores in detail every aspect of *Second Life?s* rich and multilayered virtual world, explains how it works, and offers a wealth of information and practical advice for all *Second Life* residents.

The first part of the book, ?Getting a Second Life,? acquaints potential and new players with the *Second Life* world. It describes the metaverse?s geography as well as its society, explaining the written and unwritten rules.

The second part, ?Living a Second Life,? deals with the practical and economic aspects of *Second Life*: creating and customizing an avatar, building objects, scripting, and making money.

The third part of the book, ?Success in Second Life,? discusses ways to enjoy *Second Life* more. This section includes profiles of successful *Second Life* residents, discusses fascinating in-world events, and examines how some are using *Second Life* for business, training, and other purposes.

The book closes with a glossary as well as quick-reference and additional-resources appendices.

The accompanying CD-ROM features special animations, character templates, and textures created by Linden Lab exclusively for this book. The disc also guides new users through installation and includes a code that grants a special object their first time entering the metaverse.

## ◢ ABOUT THE AUTHOR

**Michael Rymaszewski** is a veteran writer who has authored more than 20 strategy guides. His *Age of Empires III: Sybex Offi cial Strategies and Secrets* was named a Best Computer & Internet Book of 2005 by Amazon.com. Michael's other published work includes reviews, strategy articles, short fi ction, coffee table books, and video/TV movie scripts. He is also a video game writer and designer for City Interactive. Michael authored Chapters 1, 2, 4, 5, 6, 9, and 10.

**Wagner James Au** writes New World Notes (http://nwn.blogs.com) and covers the culture and business of high technology and gaming for GigaOM.com, Kotaku.com, Salon.com, and Wired. He's also written for the *Los Angeles Times*, *Lingua Franca*, *Smart Business*, and *Game Developer*, among other publications and websites, primarily on game culture and the game industry, along with politics, fi lm, and pop culture. He's also a screenwriter (his script *Future Tense* was optioned by Canal Plus in 2001), and as a game developer, wrote for Electronics Arts' groundbreaking conspiracy thriller *Majestic*, and was a designer on *America's Army: Soldiers*. His work as the embedded journalist for *Second Life* has been featured in the BBC, the *Washington Post*, NPR's *All Things Considered*, CNN International, MSNBC, *Wired* magazine, News.com, *New Scientist*, *Popular Science*, and the *San Jose Mercury News*, among many other publications. He's also a consultant for businesses and nonprofi ts developing a presence in *Second Life* and is a part-time coordinator/promoter for Creative Commons' efforts in *Second Life*. He's developing his work in *Second Life* into an upcoming book of his own. You can contact him at wjamesau@well.com. James wrote Chapters 11 and 12.

**Mark Wallace** is the editor of 3pointD.com, a widely read blog covering virtual worlds and other 3D online technologies. His writing on virtual worlds, video games, and other topics has appeared in *The New York Times*, *Financial Times*, *Wired*, *GQ*, and many other publications. He has written regularly on online games for *The Escapist* (www.escapistmagazine.com), and since January 2005 has run the *Second Life Herald* (www.secondlifeherald.com), a popular online newspaper covering virtual worlds. With *Herald* founder Peter Ludlow, he is coauthor of the forthcoming *Only a Game: A Cyberspace Murder on the Bleeding Edge between Real and Online Worlds*. He played his fi rst video game, the text-based game *Adventure*, in 1978 on aPDP-11. He lives in Brooklyn. Mark wrote Chapters 3 and 13.

**Catherine Winters** is one of the longest-tenured residents still active within the *Second Life* community. In 2003, she cofounded the LSL Wiki, the collaborative *Second Life* programming site that has grown to become the defi nitive reference manual for LSL scripting. A prolifi c scripter and content creator within *Second Life*, Catherine is one of the few *SL* residents to have made *Second Life* her primary source of real-world income. In her fi rst life, Catherine lives in Vancouver, British Columbia. She enjoys cycling and downhill skiing, as well as curling up with a good book. Her personal web log can be found at www.CatherineOmega.com. Catherine authored Chapter 7.

**Cory Ondrejka:** Cory Ondrejka is chief technical offi cer at Linden Lab. He leads the *Second Life* development team in creating and leveraging such technologies as distributed physical simulation, 3D streaming, and real-time, in-world editors. He also spearheaded the decision to allow users to retain IP rights to their creations, helped craft Linden's virtual real-estate policy, and created the Linden Scripting Language. Cory coauthored Chapter 8.

**Ben Batstone-Cunningham** is a Linden Lab programmer and scripting expert. On a brisk morning in February 2002, while cutting a Quantum Physics class, Ben read in the paper about a virtual world where anything was possible. He signed up for the alpha test of what was then called *LindenWorld* and quickly became addicted. Several months later, having become profi cient with the tools, he was invited to work for Linden Lab in creating the freshly renamed *Second Life*. Several years later, he is still happily addicted, and still creating scripts for Linden Lab—including example content for residents to learn from. Ben coauthored Chapter 8.

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